

PATENT COOPERATION TREATY

PCT

INTERNATIONAL PRELIMINARY REPORT ON PATENTABILITY (Chapter II of the Patent Cooperation Treaty)

(PCT Article 36 and Rule 70)

Applicant's or agent's file reference PC-21003842	FOR FURTHER ACTION See Form PCT/IPEA/416	
International application No. PCT/SE2003/000976	International filing date (day/month/year) 12-06-2003	Priority date (day/month/year) 09-07-2002
International Patent Classification (IPC) or national classification and IPC A63F 13/12, G06F 15/16		
Applicant Kid Cards Interactive AB et al		

1. This report is the international preliminary examination report, established by this International Preliminary Examining Authority under Article 35 and transmitted to the applicant according to Article 36.
2. This REPORT consists of a total of 5 sheets, including this cover sheet.
3. This report is also accompanied by ANNEXES, comprising:
 - a. ☒ (sent to the applicant and to the International Bureau) a total of 5 sheets, as follows:
 - ☐ sheets of the description, claims and/or drawings which have been amended and are the basis of this report and/or sheets containing rectifications authorized by this Authority (see Rule 70.16 and Section 607 of the Administrative Instructions).
 - ☐ sheets which supersede earlier sheets, but which this Authority considers contain an amendment that goes beyond the disclosure in the international application as filed, as indicated in item 4 of Box No. I and the Supplemental Box.
 - b. ☐ (sent to the International Bureau only) a total of (indicate type and number of electronic carrier(s)) _____, containing a sequence listing and/or tables related thereto, in computer readable form only, as indicated in the Supplemental Box Relating to Sequence Listing (see Section 802 of the Administrative Instructions).

4. This report contains indications relating to the following items:

<input checked="" type="checkbox"/>	Box No. I	Basis of the report
<input checked="" type="checkbox"/>	Box No. II	Priority
<input type="checkbox"/>	Box No. III	Non-establishment of opinion with regard to novelty, inventive step and industrial applicability
<input type="checkbox"/>	Box No. IV	Lack of unity of invention
<input checked="" type="checkbox"/>	Box No. V	Reasoned statement under Article 35(2) with regard to novelty, inventive step or industrial applicability; citations and explanations supporting such statement
<input type="checkbox"/>	Box No. VI	Certain documents cited
<input type="checkbox"/>	Box No. VII	Certain defects in the international application
<input type="checkbox"/>	Box No. VIII	Certain observations on the international application

Date of submission of the demand 05-02-2004	Date of completion of this report 07-10-2004
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INTERNATIONAL PRELIMINARY REPORT ON PATENTABILITY

International Application No.

PCT/SE2003/000976

Box No. I Basis of the report

1. With regard to the **language**, this report is based on the international application in the language in which it was filed, unless otherwise indicated under this item.
 - ☐ This report is based on a translation from the original language into the following language _____, which is the language of a translation furnished for the purposes of:
 - ☐ international search (under Rules 12.3 and 23.1(b))
 - ☐ publication of the international application (under Rule 12.4)
 - ☐ international preliminary examination (under Rules 55.2 and/or 55.3)
2. With regard to the **elements** of the international application, this report is based on *(replacement sheets which have been furnished to the receiving Office in response to an invitation under Article 14 are referred to in this report as "originally filed" and are not annexed to this report)*:
 - ☐ the international application as originally filed/furnished
 - ☒ the description:
 - pages 1 - 17 _____ as originally filed/furnished
 - pages* _____ received by this Authority on _____
 - pages* _____ received by this Authority on _____
 - ☒ the claims:
 - pages _____ as originally filed/furnished
 - pages* _____ as amended (together with any statement) under Article 19
 - pages* 18 - 22 received by this Authority on 05 - 10 - 2004
 - pages* _____ received by this Authority on _____
 - ☒ the drawings:
 - pages 1 _____ as originally filed/furnished
 - pages* _____ received by this Authority on _____
 - pages* _____ received by this Authority on _____
 - ☐ a sequence listing and/or any related table(s) – see Supplemental Box Relating to Sequence Listing.
3. ☐ The amendments have resulted in the cancellation of:
 - ☐ the description, pages _____
 - ☐ the claims, Nos. _____
 - ☐ the drawings, sheets/figs _____
 - ☐ the sequence listing (*specify*): _____
 - ☐ any table(s) related to the sequence listing (*specify*): _____
4. ☐ This report has been established as if (some of) the amendments annexed to this report and listed below had not been made, since they have been considered to go beyond the disclosure as filed, as indicated in the Supplemental Box (Rule 70.2(c)).
 - ☐ the description, pages _____
 - ☐ the claims, Nos. _____
 - ☐ the drawings, sheets/figs _____
 - ☐ the sequence listing (*specify*): _____
 - ☐ any table(s) related to the sequence listing (*specify*): _____

* If item 4 applies, some or all of those sheets may be marked "superseded."

INTERNATIONAL PRELIMINARY REPORT ON PATENTABILITY

International Application No.

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Box No. II Priority

1. ☐ This report has been established as if no priority had been claimed due to the failure to furnish within the prescribed time limit the requested:
 - ☐ copy of the earlier application whose priority has been claimed (Rule 66.7(a)).
 - ☐ translation of the earlier application whose priority has been claimed (Rule 66.7(b)).
2. ☒ This report has been established as if no priority had been claimed due to the fact that the priority claim has been found invalid (Rule 64.1). Thus for the purposes of this report, the international filing date indicated above is considered to be the relevant date.
3. Additional observations, if necessary:

Since the priority document only discloses a game console and system described in page 1, line 1- page 7; line 10, page 9, line 15- page 14, line 3 and claims 1-10 of the international application without any disclosure of the game console described in page 7, line 12- page 9, line 12; page 14, line 5- page 17, line 16 or claims 11-16; it follows that claims 11-16 of the application, which are directed to such a game console, are not entitled to the claimed priority dates, but only to the filing date, i.e. 12 June 2003.

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Box No. V Reasoned statement under Article 35(2) with regard to novelty, inventive step or industrial applicability; citations and explanations supporting such statement

1. Statement

Novelty (N)

Claims

1-16

YES

NO

Claims

Inventive step (IS)

Claims

1-16

YES

NO

Claims

Industrial applicability (IA)

Claims

1-16

YES

NO

Claims

2. Citations and explanations (Rule 70.7)

Reference is made to the following documents:

D1: US, 5212368, A

D2: WO, 02/054643, A1

D3: WO, 01/48580, A2

D4: US, 2001/0018358, A1

D5: EP, 1197251, A2

D6: FR, 2814964, A1

D7: US, 2002/0014742, A1

Document D2 was published on 11 July 2002, which is after the priority date (9 July 2002) of the present application. However, family member FI20002900, assumed to disclose the same subject matter as D2, was published on 30 June 2002. The documents D3-D7 were not cited in the international search report.

Document D3, which is considered the most relevant prior art, discloses a computerized trading card system wherein an electronic trading/playing card is read by a card reader (26). The trading cards may be used for regular trading, but also for playing games against other card holders. Further, the trading/playing card may be updated following the result of a game by writing to the card.

The subject-matter of claims 1-16 differs from what is disclosed in D3 in that the game console is configured for generating a game result based on data items received from the electronic game card and another game console. The trading card of document D3 may be updated following the result, but the result is sent to the reader from a server and not

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Supplemental Box

In case the space in any of the preceding boxes is not sufficient.
Continuation of: BOX V

generated by a processor in the reader.

Thus, the cited documents merely represent the general state of the art.

The invention defined in claims 1-16 is not disclosed by any of these documents.

The cited prior art does not give any indication that would lead a person skilled in the art to the claimed game console, the electronic game card, or the electronic game card system.

Therefore, the claimed invention is not obvious to a person skilled in the art.

Accordingly, the invention defined in claims 1-16 is novel and is considered to involve an inventive step. The invention is industrially applicable.

REPLACED BY
ART 34 AMDT

PATENT CLAIMS

1. A game console (1) in an electronic card game system (41) comprising a power supply (3), a display (5), a processor (7), memory means (9), electronic game card reading means (11), electronic game card writing means (13), electronic game card receiving means (15), and communication means (17) for communicating with at least one other game console, the processor (7) being configured for
- reading a first data item from an electronic game card (19, 31) at least partially inserted in the electronic game card receiving means (15), using the electronic game card reading means (11), the electronic game card (19, 31) comprising a memory (33) comprising changeable data, the changeable data comprising at least one game related attribute (35) and at least one value (37) associated thereto;
 - receiving a second data item from a second game console using the communication means (17), the data comprising at least one game related attribute (35) and at least one value associated (37) thereto;
 - generating a game result based on the first data item and the second data item in respect of the at least one game related attribute (35) and the at least one value (37) associated thereto;
 - writing at least one first new value related to the at least one game related attribute (35) to the memory (33) of the electronic game card (19, 31), using the electronic game card writing means (13);
 - transmitting at least one second new value data in relation to the at least one other game console using the communication means (17);

-displaying, on the display (5), at least one of: the first data item, the second data item, the at least one first new value related to the at least one game related attribute (35) of the electronic game card (19, 31), at
5 least one second new value related to the at least one game related attribute (35) related to the second game console, and a game result.

2. A game console according to claim 1, wherein the power
10 supply (3) is one of a battery and a mains power supply.

3. A game console according to claim 1, wherein the game result is also based on a random function.

15 4. A game console according to claim 1, wherein at least one of the at least one first new value and at least one second new value data is decreased.

5. A game console according to claim 1, wherein the
20 communication means (17) is arranged for at least one of wireless communication and wired communication.

6. A game console according to claim 1, further comprising game control means (23) for allowing a player
25 to select among a plurality of game related attributes (35) and initiate a game.

7. A game console according to claim 1, further arranged to be one of handheld and stationary.

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8. In an electronic game card game system, comprising at least a first game console (1) and a second game console, the first game console (1) comprising a power supply (3),

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a display (5), a processor (7), memory means (9),
electronic game card receiving means (15), electronic
game card reading means (11), electronic game card
writing means (13), and communication means (17) for
5 communicating with at least one other game console;
-an electronic game card (19, 31) able to be at least
partially inserted into the electronic game card
receiving (15) means of the first game console (1), the
electronic game card (19, 31) comprising a memory (33)
10 comprising changeable data, the changeable data
comprising at least one game related attribute (35) and
at least one value (37) associated thereto; the
electronic game card (19, 21), when inserted into the
electronic game card receiving means (15), being
15 configured for
--allowing reading of the at least one value (37) related
to the at least one game related attribute (35), using
the electronic game card reading means (11);
--receiving at least one new value related to the at
20 least one game related attribute (35), using the
electronic game card writing means (13).

9. An electronic game card according to claim 8, further
configured for receiving a new value from an electronic
25 card refilling device.

10. An electronic game card game system, comprising at
least two game consoles (1) according to claim 1 and
electronic game cards (19, 31) according to claim 8.

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11. A game console (1) in an electronic card game system (41) comprising a power supply (3), a display (5), a processor (7), memory means (9), electronic game card reading means (11), electronic game card writing means (13), electronic game card receiving means (15), and communication means (17) for communicating with at least one other game console, the processor (7) being configured for

-allowing selection of a game based on time and distance between the game console (1) and at least one other game console; the game including at least two user roles, one user role intended to seek the other ones;

-receiving an indication of the role of the at least two roles the user will play in the game;

-reading a first data item from an electronic game card (19, 31) at least partially inserted in the electronic game card receiving means (15), using the electronic game card reading means (11), the electronic game card (19, 31) comprising a memory (33) comprising changeable data, the changeable data comprising at least one game related attribute (35) and at least one value (37) associated thereto;

-generating a game result based on whether a distance between the game console (1) and the at least one other game console lies within a communication distance of the communication means has occurred after a predetermined point in time;

-writing at least one first new value based on the game result and related to the at least one game related attribute (35) to the memory (33) of the electronic game card (19, 31), using the electronic game card writing means (13).

12. A game console (1) according to claim 11, wherein the processor is further configured for transmitting at least one second new value data to the at least one other game console using the communication means (17).

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13. A game console (1) according to claim 11, wherein the power supply (3) is one of a battery and a mains power supply.

10 14. A game console (1) according to claim 11, wherein the communication means (17) is arranged for at least one of wireless communication and wired communication.

15 15. A game console (1) according to claim 11, further comprising game control means (23) for allowing a player to select among a plurality of game related attributes (35) and initiate a game.

20 16. A game console (1) according to claim 11, further arranged to be one of handheld and stationary.